

RANDOM CRITTERS

A RULES SUPPLEMENT FOR THE STAR WARS ROLEPLAYING GAME

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INTRODUCTION

Random Critters is a rules supplement for the *Star Wars Roleplaying Game* for generating random statistics for creatures throughout the Star Wars universe.

These rules are designed to work in addition and alongside those on pages 254 through 260 of the Core Rulebook.

CLIMATE

Most Critters come from a relatively Normal Climate, but some come from an alternate Climate that grants certain extra bonuses. Either pick or roll on the following table. If you're not sure just use Normal...

D20	Alternate Climate
1-10	Normal
11-12	Airborne *
13-15	Aquatic *
16	Arctic *
17	Desert *
18-19	Swamp *
20	Vacuum *

* Refer to p.254 of the Core Rulebook for alternate climate bonuses.

TYPE

Either choose or roll on the following table...

D20	Type
1-10	Herd Animal
11-14	Parasite
15	Predator
16-17	Scavenger
18-20	Vermine

Refer to p.256 of the Core Rulebook for type descriptions.

LEVEL

A Critter's Level depends on its Type...

Type	Level
Herd Animal	Roll D20... 1-14 1 st -level 15-17 2 nd -level 18-19 3 rd -level 20 Roll again adding +3 levels
Parasite	Roll D20... 1-17 1 st -level 18-19 2 nd -level 20 Roll again adding +2 levels
Predator	Roll D20... 1 1 st -level 2-3 2 nd -level 4-6 3 rd -level 7-10 4 th -level 11-19 5 th -level 20 Roll again adding +5 levels
Scavenger	Roll D20... 1-10 1 st -level 11-14 2 nd -level 15-17 3 rd -level 18-19 4 th -level 20 Roll again adding +4 levels
Vermin	Roll D20... 1-19 1 st -level 20 Roll again adding +1 level

INIT

A Critter's Init bonus depends upon its Dexterity ability bonus determined later in these rules.

DEFENSE

A Critter's level does not affect their Defense bonus.

Defense depends on...

- Size (refer to p.130 Core Rulebook)
- Dexterity (refer to p.22 Core Rulebook)
- Natural armor

Most Critters have some form of natural armor, depending on the Critter's type...

Type	Natural Armor
Herd Animal or Scavenger	Roll D20... 1 Roll again subtracting -5 armor 2-3 +5 armor 4-6 +6 armor 7-10 +7 armor 11-14 +8 armor 15-17 +9 armor 18-19 +10 armor 20 Roll again adding +5 armor
Parasite or Vermin	Roll D20... 1 0 armor 3-5 +1 armor 7-10 +2 armor 11-14 +3 armor 15-17 +4 armor 18-19 +5 armor 20 Roll again adding +5 armor
Predator	Roll D20... 1 Roll again subtracting -5 armor 2-3 +10 armor 4-6 +11 armor 7-10 +12 armor 11-14 +13 armor 15-17 +14 armor 18-19 +15 armor 20 Roll again adding +5 armor

SIZE

Again choose or roll for size...

D20 World gravity (world size)			Critter Size
Low (Small)	Average (Medium)	High (Large)	
1	1	1	Fine (Stingfly)
2-3	2	2	Diminutive (Toad, RockWart)
4-6	3-4	3	Tiny (Cat, Ysalamiri)
7-12	5-7	4-5	Small (Ewok)
13-15	8-13	6-8	Medium (Human)
16-17	14-16	9-14	Large (Hutt)
18	17-18	15-17	Huge (Bantha)
19	19	18-19	Gargantuan (Fambaa)
20	20	20	Colossal (Sarlacc)

If you're not sure about the world gravity (world size) just use the Average (Medium) column.

If your Critter comes from an Aquatic Climate, use the column to the right. For example, for an Aquatic Critter from a Low gravity (Small size) world use the Average (Medium) column. For the same Critter from an Average gravity (Medium size) world, use the High (Large) column).

If your Critter comes from an Airborne Climate, use the column to the left. For example, for an Airborne Critter from a High gravity (Large sized) world use the Average (Medium) column.

SPEED

Medium sized Critters usually have a movement of 10m. Larger Critters can have higher values due to their longer legs (or bigger wings and suchlike) or lower values due to their bulk slowing them down.

Conversely, smaller Critters can have higher values inherently due to their size or lower values due to their shorter legs (or again wings or whatever).

Size	Speed
Fine, Diminutive or Colossal, Gargantuan	Roll D20...
	1 Roll again subtracting -5m
	2-4 8m
	5-8 10m
	9-12 15m
	13-16 20m
	17-19 25m
	20 Roll again adding +25m
Tiny, Small or Huge, Large	Roll D20...
	1 Roll again subtracting -5m
	2-4 8m
	5-10 10m
	11-14 15m
	15-17 20m
	18-19 25m
	20 Roll again adding +25m
Medium	Roll D20...
	1 Roll again subtracting -5m
	2-3 8m
	4-13 10m
	14-16 15m
	17-18 20m
	19 25m
	20 Roll again adding +25m

VITALITY POINTS

Roll for a Critter's VPs...

Type	VP *
Herd Animal	d8
Scavenger	d8
Parasite	d8
Vermin	d10
Predator	d10

* As per the standard rules, a Critter gets maximum VP at 1st-level then roll every level thereafter.

Then multiply the VPs rolled depending on a Critter's size...

Critter Size	Multiply VPs by...
Fine	x1/10
Diminutive	x1/4
Tiny	x1/2
Small	x3/4
Medium	x1
Large	x2
Huge	x4
Colossal	x10
Gargantuan	x20

WOUNDS POINTS

A Critter's Wound Points equals its Constitution, as per the standard rules.

BONUSES AND SAVES

Atk and Saves depend on Critter Type...

Predator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1 st	+0	+2	+2	+0
2 nd	+1	+3	+3	+0
3 rd	+2	+3	+3	+1
4 th	+2	+4	+4	+1
5 th	+3	+4	+4	+1
6 th	+4	+5	+5	+2
7 th	+5	+5	+5	+2
8 th	+6/+1	+6	+6	+2
9 th	+6/+1	+6	+6	+3
10 th	+7/+2	+7	+7	+3
11 th	+8/+3	+7	+7	+3
12 th	+9/+4	+8	+8	+4
13 th	+9/+4	+8	+8	+4
14 th	+10/+5	+9	+9	+4
15 th	+11/+6/+1	+9	+9	+5
16 th	+12/+7/+2	+10	+10	+5
17 th	+12/+7/+2	+10	+10	+5
18 th	+13/+8/+3	+11	+11	+6
19 th	+14/+9/+4	+11	+11	+6
20 th	+15/+10/+5	+12	+12	+6

Herd Animal

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+1	+0	+0
2nd	+0	+2	+0	+0
3rd	+1	+2	+1	+1
4th	+2	+2	+1	+1
5th	+2	+3	+1	+1
6th	+3	+3	+2	+2
7th	+4	+4	+2	+2
8th	+5	+4	+2	+2
9th	+6/+1	+4	+3	+3
10th	+6/+1	+5	+3	+3
11th	+7/+2	+5	+3	+3
12th	+8/+3	+6	+4	+4
13th	+9/+4	+6	+4	+4
14th	+9/+4	+6	+4	+4
15th	+10/+5	+7	+5	+5
16th	+11/+6/+1	+7	+5	+5
17th	+12/+7/+2	+8	+5	+5
18th	+12/+7/+2	+8	+6	+6
19th	+13/+8/+3	+8	+6	+6
20th	+14/+9/+4	+9	+6	+6

Scavenger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+1	+2	+0
2nd	+0	+2	+3	+0
3rd	+1	+2	+3	+1
4th	+2	+2	+4	+1
5th	+2	+3	+4	+1
6th	+3	+3	+5	+2
7th	+4	+4	+5	+2
8th	+5	+4	+6	+2
9th	+6/+1	+4	+6	+3
10th	+6/+1	+5	+7	+3
11th	+7/+2	+5	+7	+3
12th	+8/+3	+6	+8	+4
13th	+9/+4	+6	+8	+4
14th	+9/+4	+6	+9	+4
15th	+10/+5	+7	+9	+5
16th	+11/+6/+1	+7	+10	+5
17th	+12/+7/+2	+8	+10	+5
18th	+12/+7/+2	+8	+11	+6
19th	+13/+8/+3	+8	+11	+6
20th	+14/+9/+4	+9	+12	+6

Parasite

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+2	+0	+0
2nd	+0	+3	+0	+0
3rd	+1	+3	+1	+1
4th	+2	+4	+1	+1
5th	+2	+4	+1	+1
6th	+3	+5	+2	+2
7th	+4	+5	+2	+2
8th	+5	+6	+2	+2
9th	+6/+1	+6	+3	+3
10th	+6/+1	+7	+3	+3
11th	+7/+2	+7	+3	+3
12th	+8/+3	+8	+4	+4
13th	+9/+4	+8	+4	+4
14th	+9/+4	+9	+4	+4
15th	+10/+5	+9	+5	+5
16th	+11/+6/+1	+10	+5	+5
17th	+12/+7/+2	+10	+5	+5
18th	+12/+7/+2	+11	+6	+6
19th	+13/+8/+3	+11	+6	+6
20th	+14/+9/+4	+12	+6	+6

Vermin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+2	+1	+0
2nd	+0	+3	+2	+0
3rd	+1	+3	+2	+1
4th	+2	+4	+2	+1
5th	+2	+4	+3	+1
6th	+3	+5	+3	+2
7th	+4	+5	+4	+2
8th	+5	+6	+4	+2
9th	+6/+1	+6	+4	+3
10th	+6/+1	+7	+5	+3
11th	+7/+2	+7	+5	+3
12th	+8/+3	+8	+6	+4
13th	+9/+4	+8	+6	+4
14th	+9/+4	+9	+6	+4
15th	+10/+5	+9	+7	+5
16th	+11/+6/+1	+10	+7	+5
17th	+12/+7/+2	+10	+8	+5
18th	+12/+7/+2	+11	+8	+6
19th	+13/+8/+3	+11	+8	+6
20th	+14/+9/+4	+12	+9	+6

ATK DAMAGE

Roll on the following table to determine the Critter's damage dice...

D20			Damage
Tiny or less	Small to Large	Huge or more	
1-3	1-2	1	1d2
4-7	3-5	2-3	1d4
8-14	6-10	4-6	1d6
15-17	11-14	7-11	1d8
18-19	15-17	12-15	2d4
-	18-19	16-18	2d6
-	-	19-20	2d8
20	20	-	Roll again on the column to the right

Add the Critter's Str ability bonus to these dice for the total damage done.

Example

You rolled an 11 for a Huge Critter with a Str of 19. The Critter's attack damage will be 1d8+4.

2nd Attack

Some Critters have a second attack. Roll on the following table to determine whether the Critter has a second attack and if so what damage and Atk bonus applies...

D20			Damage	Atk bonus
Tiny or less	Small to Large	Huge or more		
1-14	1-9	1-3	No 2 nd attack	-
15-16	10-11	4-5	-1 stage	Same
17-18	12-13	6-7	Same	Same
19	14-15	8-9	+1 stage	Same
20	16-17	10-11	+1 stage	-1
-	18	12-13	+2 stages	-1
-	19	14-15	+2 stages	-2
-	20	16-17	+2 stages	-3
-	-	18	+3 stages	-2
-	-	19	+3 stages	-3
-	-	20	+3 stages	-4

Stage refers to the damage dice on the Atk Damage table.

Again add the Critter's Str ability bonus to the damage dice.

The Atk Bonus may result in the second attack having a different melee Atk bonus than the first attack.

Example

Rolling to determine whether the same Critter as in the previous example has a second attack, a 17 is rolled. As the Critter is Huge this results in '+2 stages' and '-3' Atk Bonus. Therefore the second attack damage will be 2d6+4. The first attack bonus was a +5, so the second has a +2.

Atk Type

For each Atk, roll for an attack type...

D20	Attack Type
1-6	Bite
7-12	Claw / Rake
13-15	Gore
16-18	Slap / Slam (eg. tailslap)
19-20	Sting

Refer to p.256 for a complete description of attack types.

SPECIAL QUALITIES (SQ)

If the Critter comes from an alternate Climate, note down the following Special Qualities as per p.254 of the Core Rulebook.

Then roll for extra Special Qualities as follows...

D20	Special Qualities
1-16	None
17-18	1
19	2
20	Roll again on this table adding +2

For each SQ roll on the following table...

D20	Special Quality
1-4	Low light vision
5	Darkvision
6	Gas cloud, roll D20 for type... 1-10 Stink gas cloud Roll 3d6 for the DC strength of the Stink cloud. A stink cloud forces all within 20m to make a Will save versus the DC rolled above or flee. 11-18 Smoke or Ink cloud A smoke or ink cloud adds +8 to the Defense of all within 30m. Attackers with Darkvision are unaffected. Critters usually use this effect in self-defense against their attackers whilst they make their escape. However certain Critters, especially those with Darkvision, might actually use it to hide their attack. 19-20 Poison gas cloud Roll 3d6 for the strength of the Poison gas cloud. A Poison gas cloud forces all within 10m to make a Fort save versus the DC rolled above or suffer the effects of the poison. It is suggested that the poison cause 1d6 damage to either Str, Dex or Con, then 1 minute later cause unconsciousness as per the Poison rules on p.218/219 of the Core Rulebook.
7	Poison attack One of the Critter's attacks also injects a Poison. Roll 3d6 for the DC of the poison as Poison gas cloud above.

8	Good swimmer, webbed feet, roll D20... 1-17 +2 Swim 18-19 +4 Swim 20 Roll again adding +4
9	Good climber, roll D20... 1-17 +2 Climb 18-19 +4 Climb 20 Roll again adding +4
10-11	Camouflage or chameleon fur or hide, roll D20... 1-17 +2 Hide 18-19 +4 Hide 20 Roll again adding +4
12	Covered in spines, Critter can roll up in ball for +8 defense, but then attacks at -8.
13-14	Armor plates or extremely thick skin, roll D20... 1-17 +2 Defense 18-19 +4 Defense 20 Roll again adding +4
15	Fast healing, roll D20... 1-13 Fast Healing 1 14-17 Fast Healing 2 18-19 Fast Healing 3 20 Roll again adding +3 Refer to p.257 of the Core Rulebook
16	Huge or lots of eyes, roll D20... 1-17 +2 Spot 18-19 +4 Spot 20 Roll again adding +4
17	Huge or lots of ears, roll D20... 1-17 +2 Listen 18-19 +4 Listen 20 Roll again adding +4
18	Special Immunity, roll D20... 1-8 Immunity to Cold 9-16 Immunity to Heat 17-19 Immunity to Electricity 20 Immunity to Force Powers
19-20	Other, pick something from the table or make something up!

REP

A Critter's Rep is always 0.

ABILITIES

Roll on the following table for each of a Critter's abilities...

Critter Size	Ability Dice					
	Str	Dex	Con	Int	Wis	Cha
Fine	1d4	8d6	1d6	1d6	3d6	3d6
Diminut.	1d6	6d6	2d4	1d6	3d6	3d6
Tiny	2d4	5d6	2d6	1d6	3d6	3d6
Small	2d6	4d6	3d4	1d6	3d6	3d6
Medium	3d6	3d6	3d6	1d6	3d6	3d6
Large	5d6	2d6	4d6	1d6	3d6	3d6
Huge	10d6	2d4	6d6	1d6	3d6	3d6
Colossal	20d6	1d6	10d6	1d6	3d6	3d6
Gargant.	40d6	1d4	20d6	1d6	3d6	3d6

FEATS

The number of Feats a Critter has depends on the Critter's Type...

Type	Number of Feats
Predator	Roll D20... 1-14 None 15-17 1 Feat 18-19 2 Feats 20 Roll again adding +1
Other	Roll D20... 1-17 None 18-19 1 Feat 20 Roll again adding +1

For each Feat roll on the following table...

D20			Feat
Tiny or less	Small to Large	Huge or more	
1	1	1	Acrobatics
2	2	2	Alertness
3	3	3	Athletic
4-6	4-5	4	Dodge Roll D20 again... 14+ and Mobility 18+ and Spring Attack 20 and Whirlwind Attack
7	6	5	Flyby Attack (special Creature Feat, refer to Core Rulebook p.257)
8	7	6	Frightful Presence
9	8	7	Improved Initiative
10	9	8	Multi-attack (special Creature Feat, refer to Core Rulebook p.257)
11	10-11	9-11	Power Attack Roll D20 again... 14+ and Cleave 18+ and Great Cleave
12	12	12	Quickness
13	13	13	Stealthy
14	14-15	14-16	Toughness
15-16	16-17	17-18	Track
17-19	18-19	19	Weapon Finesse.
20	20	20	Force Sensitive Roll D20 again... 14+ and Sense 18+ and Alter 20 and Control

SKILLS

Roll for the number of skill points...

D20	Skill Points
1-2	4
3-5	6
6-10	8
11-15	10
16-18	12
19-20	15

Roll for the number of skills...

D20	Number of Skills
1-4	2
5-10	3
11-16	4
17-20	5

For each skill roll on the following table...

D20	Skill
1-2	Climb
3-5	Hide
6	Intimidate
7-8	Jump
9-10	Listen
11-12	Move Silently
13-14	Spot
15-17	Survival
18-19	Swim
20	Tumble

Allocate skill points evenly amongst these skills.

Skills for Force-Sensitive Critters

For the rare Critters that are Force Sensitive roll on the following table to determine how many of their skills are Force skills...

D20	Number of Force Skills
1-14	0
15-17	1
18-19	2
20	3

For each Force skill roll on the following table...

D20	Skill
1-2	Affect Mind
3-4	Empathy
5-7	Enhance Ability
8-11	Enhance Sense
12-13	Force Push
14-15	Force Stealth
16-19	Friendship
20	A Dark Side skill such as Fear or Force Grip

Note that some of these Force skills have Force Feat requirements such as Alter, Control or Sense. Refer to p.84 to p.89 of the Core Rulebook.

DESCRIPTION

If you need a little inspiration for describing your Critter, try rolling on the following table...

D20	Description Inspiration
1-2	Reptilian
3-4	Insectoid
5-6	Spider-like
7-8	Worm-like
9-10	Snake-like
11-12	Amorphous blob
13-14	Feline
15-16	Dog-like
17-18	Squid-like
19-20	Crab-like